

What is claimed is:

1 1. A method of effecting secure communications between a server and a client,
2 the method comprising:
3 detecting a client connection at a first port;
4 providing the client with a decoy port number; and
5 providing services to the client on a second port that is mapped to the decoy port
6 number.

1 2. A method as defined in Claim 1, wherein the decoy port number is provided to
2 the client by the operation of a routine that is associated with the server.

1 3. A method as defined in Claim 2, further comprising:
2 launching the server on the second port; and
3 monitoring the second port for a connection by the client.

1 4. A method as defined in Claim 3, further comprising;
2 if there is no connection by the client within a predetermined time interval,
3 terminating execution of the server on the second port.

1 5. A method as defined in Claim 2, further comprising:
2 maintaining a table of available decoy port numbers that are mapped to valid port
3 numbers.

1 6. A method as defined in Claim 5, further comprising:
2 subsequent to providing the decoy port number to the client, launching the server on
3 the second port.

1 7. A method as defined in Claim 6, further comprising:
2 monitoring the second port for a connection by the client, and
3 if there is no connection by the client within a predetermined time interval,
4 terminating execution of the server on the second port.

- 1 8. A method as defined in Claim 7, further comprising:
- 2 verifying via a server log file whether the client effected a connection to the second
- 3 port within the predetermined time interval.

1 9. A computer system comprising:
2 a plurality of ports, each port having a respective port number;
3 a server application; and
4 a routine that, if executed, is operative to:
5 detect a client connection at a first port;
6 provide the client with a decoy port number; and
7 provide services to the client on a second port that is mapped to the decoy port
8 number.

1 10. A computer system as defined in Claim 9, wherein the routine, if executed, is
2 operative to:
3 launch the server application on the second port; and
4 monitor the second port for a connection by the client.

1 11. A computer system as defined in Claim 10, wherein the routine, if executed, is
2 operative to terminate execution of the server application on the second port if there is no
3 connection by the client within a predetermined time interval.

1 12. A computer system as defined in Claim 9, wherein the routine, if executed, is
2 operative to maintain a table of decoy port numbers and wherein each of a plurality of decoy
3 port numbers and is mapped to a valid port number.

1 13. A computer system as defined in Claim 12, wherein the routine, if executed, is
2 operative to:
3 launch the server application on the second port subsequent to providing the decoy
4 port number to the client.

1 14. A computer system as defined in Claim 13, wherein the routine, if executed, is
2 operative to:
3 monitor the second port for a connection by the client; and
4 if there is no connection by the client within a predetermined time interval, terminate
5 execution of the server on the second port.

1 15. A server computer system comprising:

2 a plurality of ports, each port having a respective port number;

3 a first server application; and

4 a first routine that is associated with the first server application and that, if executed,
5 is operative to:

6 detect a client connection at a first port;

7 provide the client with a decoy port number;

8 terminate the connection to the first port; and

9 provide services to the client on a second port that is mapped to the decoy port
10 number;

11 a second server application; and

12 a second routine that is associated with the second server application and that, if
13 executed, is operative to:

14 detect a client connection at a third port;

15 provide the client with a decoy port number;

16 terminate the connection to the third port; and

17 provide services to the client on a fourth port that is mapped to the decoy port

18 number.

1 16. A server computer as defined in Claim 15, wherein the first routine and the
2 second routine, if executed are operable, respectively, to:

3 terminate execution of the first server application on the second port if there is no
4 client connection within a predetermined time interval; and

5 terminate execution of the second server application on the fourth port if there is no
6 client connection within a predetermined time interval.

- 1 17. A method comprising:
2 attempting to access a server application on a first port;
3 receiving a decoy port number;
4 translating the decoy port number to a translated port number; and
5 connecting to the server application on the translated port number.
- 1 18. A method as defined in Claim 17, wherein the decoy port number is translated
2 using a wrapper script associated with a client application.
- 1 19. A method as defined in Claim 17, wherein the decoy port number is translated
2 using code embedded in a client application.
- 1 20. A method as defined in Claim 17, further comprising:
2 mapping the decoy port number to an intermediate port number; and
3 effecting an offset to the intermediate port number.

1 21. A computer system comprising:
2 a plurality of ports, each port having a respective port number;
3 an application; and
4 means for effecting secure access to the application by redirecting a client from a first
5 port to a second port.

1 22. A computer system as defined in Claim 21, wherein the means for effecting
2 secure access comprises:
3 a routine that, if executed, is operable to provide the client with a decoy port number
4 that maps to the second port number.

1 23. An article comprising a machine-readable storage medium that comprises
2 instructions that, if executed, are operable to:
3 detect a connection at a first port by a client application;
4 provide the client application with a decoy port number; and
5 cause a server application to be launched at a second port that is mapped to the decoy
6 port number.

1 24. An article as defined in Claim 23, further comprising instructions, that, if
2 executed, are operable to:
3 monitor the second port; and
4 if there is no connection by the client application within a predetermined time
5 interval, terminate execution of the server on the second port.

1 25. An article as defined in Claim 23, wherein the storage medium further
2 comprises a table of decoy port numbers that are mapped to valid port numbers.

1 26. An article as defined in Claim 25, further comprising instructions, that, if
2 executed, are operable to:
3 monitor the second port; and
4 if there is no connection by the client application within a predetermined time
5 interval, terminate execution of the server application on the second port.

1 27. A client/server architecture comprising:
2 a server computer system; and
3 a server application installed on the sever computer system and comprising
4 instructions that, if executed on the server computer system, are effective to:
5 detect a connection at a first port by a client application;
6 provide the client application with a decoy port number;
7 terminate the connection on the first port; and
8 provide services to the client application on a second port that is mapped to the decoy
9 port number.

1 28. A client/server architecture as defined in Claim 27, further comprising:
2 a client computer system; and
3 a client application installed on the client computer system and comprising
4 instructions that, if executed on the client computer system, are effective to:
5 attempt to access the server application on the first port;
6 translate the decoy port number to the second port number; and
7 connect to the server application on the second port.

1 29. A client/server architecture as defined in Claim 28, wherein the server
2 application comprises instructions that, if executed by the server computer system are
3 effective to:
4 launch the server application on the second port;
5 monitor the second port for a connection by the client; and
6 terminate execution of the server application on the second port if there is no
7 connection by the client application within a predetermined time interval.

1 30. A client/server architecture as defined in Claim 28, wherein the client
2 application further comprises instructions that, if executed on the client computer system, are
3 effective to:
4 map the decoy port number to an intermediate port number; and
5 impart an offset to the intermediate port number so as to derive the second port
6 number.